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in: Virtuality, Objects, Liquids, and 2 more

Object 32: Corruptionite



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SOURCE



```
www.MEG.com/action=search

>>search M.E.G. records...
>object-32
>>5 results for 'object 32'
  • Object 4: N/A
  • Object 8: "Memory Fluid"
  • Object 16: "Mink Oil"
  • Object 32: "Corruptionite"
  • Object 64: N/A
>open file: object-32: corruptionite
>>executing file...
>>..8%...16%...64%...88%...98%...99%...
>>file loaded.
```



Danger Level:
Incomprehensible



>> Number Designation:

32 <<

>> Object

Classification: Hazard 1 <<

>> Location: The Corrupted Instability;
levels that are heavily unstable and
glitched/corrupted <<

Description & Properties

Object 32, known as **Corruptionite**, or **Substum Ins** as its scientific name is an unstable and unpredictable substance found commonly in unstable and corrupted levels of the Backrooms. Contrary to popular belief, **Corruptionite** doesn't possess the ability to corrupt/glitch levels or mutate entities into stronger and

lethal variants, but rather is a byproduct of instability and corruption found in levels with these qualities. **Corruptionite** is extremely hot, reaching up to approximately 1,200°C or 2,192°F degrees, which is capable of giving wanderers 3rd degree burns or fatal injuries in just seconds and is comparable to molten lava.

It's unclear what makes **Corruptionite** so hot, although it's generally believed that the instability, the high density and the pressure are the culprits. Due to how heated **Corruptionite** is, storing the liquid in plastic cups or bottles by all means is not possible. Accordingly, it's best to store it in metallic cups or containers in a cool environment. Additionally, **Corruptionite** in heated environments is able to slowly dissolve objects and



Allegedly a level during a
state of raining
Corruptionite, which is why
the image is distorted.

materials, even if their melting point is higher than **Corruptionite's** average temperature.

This is likely due to the pressure and density of it. The only exception are metals and materials tougher than it.

Furthermore, if

Corruptionite successfully coats an entire object, the

materials making up the object will be permanently replaced with the aforementioned **Corruptionite**.

Corruptionite is able to manifest as a liquid or a solid, but instances of it being a gas or plasma haven't been reported. Unlike in liquid form,

Corruptionite is mostly harmless in solid form, and will match the temperature of its surroundings.

Corruptionite only melts back to liquid form when heated pressure is applied to it, which interestingly isn't hot initially in the first 30 minutes.

Usage

There isn't that much use cases for

Corruptionite, as it is a hazardous substance overall.

Regardless,

Corruptionite has some beneficial use cases, including

being able to deter entities or used as a

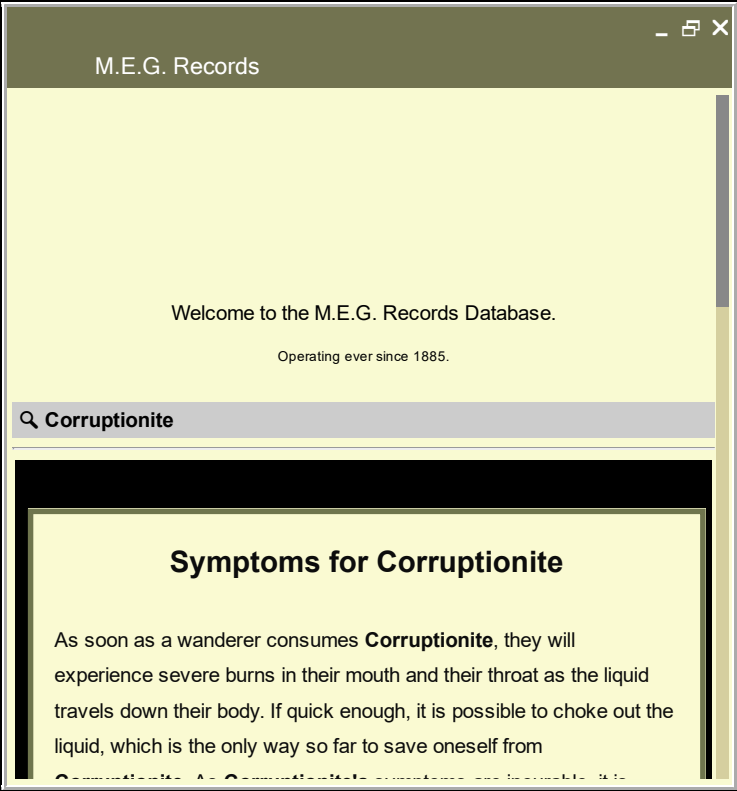
weapon against them. These methods can be tough to pull off without injury and is generally not worth doing so.

Identification

Corruptionite can be identified via the heat it emits, which one can feel as far as from 30 feet away from it. **Corruptionite's** appearance is interpreted as TV static, though more colorful. Moreover, **Corruptionite** can appear as rectangular blocks of flashing neon over grey, purple, blue, or violet. **Corruptionite** has a bitter taste in solid form, and a 'static' like taste in liquid form.

Effects & Symptoms

Consuming **Corruptionite** is highly advised against, as it is capable of killing lifeforms that do so in mere hours. The following symptoms and side effects of consuming the liquid are below:



Locations

Corruptionite is only commonly and consistently found in unstable and corrupted levels. Whilst it is possible for **Corruptionite** to reside in more stable and normal levels, no instances of this have been reported thus far. The following are levels where **Corruptionite** have been most prominently or have been theorized to be potentially found.

- The **Corrupted Instability** - **Corruptionite** is dominant and widespread in its sub-levels, especially Sub-Level 1 and Sub-Level 5.
- **Level 952** - **Corruptionite** doesn't appear initially when the wanderer first encounters the level, but as time passes, the liquid begins to appear more frequently until the wanderer realizes they're not in reality, in which case **Corruptionite** will start to flood whole sections of the fake reality. It also appears in the corrupted catacombs, though only in solid form.
- **An Endless Ending** - Though not confirmed, some have suggested the possibility of **Corruptionite** lurking within the level's **glitched void**.

Variants

Despite **Corruptionite's** apparent ability to attract and move certain liquids along with it, most of them in reality besides one particular substance can't be mixed with it due to **Corruptionite** in addition having the means of repelling those same liquids. Therefore, most liquids are unable come into contact with **Corruptionite**.

Corruptivoid

Corruptivoid, or

Substum Vod as its scientific name is a unique variant of **Corruptionite**. It can be made via mixing an unspecified amount of **Liquid Pain** with

Corruptionite. This will cause a violent reaction and the aforementioned

Corruptivoid contained within a beaker.

Corruptionite to turn entirely black, and change drastically in physical appearance and its properties. Regardless, it's commonly found naturally rather than being made. Conversely, **Corruptivoid**, is strikingly cooler, typically matching the room temperature of its surroundings. As a result, it is somewhat safe to touch, albeit it's still highly unrecommended to do so as it is capable of killing a wanderer with less severe symptoms.

Corruptivoid has a gooey feeling to it and is very sticky.

Hence, is notably challenging to get off should it stick into one's body.

Additionally,

Corruptivoid appears noticeably reflective, sometimes acting closely to a mirror. Similar to its original form,

Corruptivoid, if immense enough, can

A body of **Corruptivoid**

cause wanderers flooding a portion of a
standing directly on hallway.
it to be slowly
consumed by it. As previously mentioned, it can pose
as a difficulty to escape being trapped within the
liquid, with a low chance of successfully escaping.
Consequently if **Corruptivoid** manages to swallow an
entire wanderer or entity, the victim will be
reportedly teleported to either The Void, Level 6 or
Level 399.1. The clear explanation is not
determined, though the appearance of the liquid
described by some as resembling that of a 'portal'
due to its shininess could be a valid point.

Corruptocolor

There is also another
substance that got
discovered that is
related to Object 32,
known as
Corruptocolor, which
is a neon liquid that
can shine and
brighten well, with
an appearance
comparable to "Neon
Water." The
Corruptocolor can Corrupticolor that mixes with
appear as a single pool water in Level 37.5.
neon color that never
changes or as a neon color that can change its color
at any time to any vibrant neon color.

The usage of this substance is beneficial and can be
found in the level of neon light, where the
substance found in the light bulb or other object
provides neon light in the area. Some levels of
pools can also contain this substance, with the
substance found in the pool water mixing with other
water to create a neon pool that can light itself
without any pool light, such as Level 37.5, Blue
Horizon. Unfortunately, the substances in some
levels, like Level -22 do not provide any helpful
results and also present a danger.

Some of the
substances can change
color, and for some
people, looking at
the rapidly changing
brightness can cause

photosensitive epilepsy, a sort of seizure. This neurological condition affects how the brain reacts to visual stimuli like flashing lights or

The image of the glitch-looking level, in which Corruptocolor appears to be exceedingly bright and deadly.

quickly shifting patterns. And this substance, at some level like Level -22, is constantly changing its dazzling patterns, colors, and flashing lights. This can cause seizures in anyone who stares at it. Seizures can result in dizziness or other symptoms, including confusion. A person may have memory loss, hallucinations, convulsions, loss of consciousness, or even die if the symptoms get worse after looking at the substance for a long time.

Trivia

- **Corruptionite** under a microscope looks blocky.
- The liquid was previously called **Liquid Corruption**, but similar to Nuclear Infection, the name was changed in order to prevent confusion around it being a variant of Liquid Pain despite not being nor intended on being one.
 - Likewise, some have suggested **Corrupted Water** to be **Corruptionite's** final name, but it was ultimately scrapped before being decided on its current name,
- The type of black **Corruptivoid** appears as is closer to matte black. However, Due to its shininess, the true color of the liquid is hard to see.

Author and Credits

- Corruptionite image 'supposedly by user Cristo'. [Expand]
- Corruptivoid by @SpaceLiminalBot on Twitter.

<< Mink Oil | Corruptionite | Cashew Water >>

CATEGORIES



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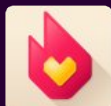
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